

SPECTRUM®

SPECTRUM Menus

CABLETRON
SYSTEMS
The Complete Networking Solution™

Summary of Changes

Version	Date	Reason/Rational	Nature of Changes

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Printed in the United States of America.

Order Number: 9032519 E2

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Rochester, NH 03866-5005

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SPECTRUM Menu Types

This chapter describes the types of menus that are available in SPECTRUM.

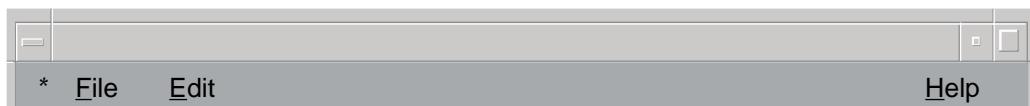
Menu Types and Their Typical Functions

SPECTRUM menus are your pathways into the SPECTRUM program. Menus are located within the menu bar, across the top of most SPECTRUM views. The available menus depend on SPECTRUM's operating mode (Navigate mode or Edit mode) and on the type of view displayed in the window. Figure 1-1 illustrates a Navigate mode and an Edit mode menu bar.

Figure 1-1. Navigate Mode and Edit Mode Menu Bars



Navigate Mode Menu Bar



Edit Mode Menu Bar

Listed below are the five main SPECTRUM menus and the typical types of functions each provides:

The * (Star) Menu Provides access to operating system shell and editor programs.

Provides access to Motif and X Window or Windows NT utility programs.

Provides a magnification tool and a calculator.

X Utilities:

Clock
System Load Readout
Backdrop

The File Menu Places SPECTRUM in Edit mode.

ARS Gateway:

User Tool
Notification Tool
Administration Tool
Gateway Configuration

Exports Data

Generates printed and on-screen reports. Saves changes made to SPECTRUM views.

Exits the SpectroGRAPH user interface.

Closes the current window.

Accesses the Mac-Address Locator Tool (MALT).

Accesses SPECTRUM Resolution Expert to provide fault resolution for network alarms.

Accesses Print View and Print Hierarchy

The View Menu Navigates among SPECTRUM views.

Opens additional views in new windows.

Creates bookmarks for view.

Zooms view

The Edit Menu Edits/modifies SPECTRUM views.

Launches AutoDiscovery.

Opens Annotation Toolbox.

Create new models for views.

The Help Menu Provides access to online help.

SPECTRUM Menu Type Descriptions

SPECTRUM uses several types of menus. Menu contents depend on your security access level and on the features and functions your network administrator provides. The following menu types are available in most SPECTRUM operations.

Pull-down Menus

Pull-down menus are located in the menu bar across the top of most SPECTRUM windows. You open a pull-down menu by clicking on a menu title with the left mouse button. To make a selection within an open pull-down menu, click on the selection. To close a pull-down menu without making a selection, move the pointer off the menu and click the left mouse button.

At times, a pull-down menu selection is not available and the selection appears in a lighter shade (grayed-out) than other selections in the menu. To make such a selection available, you may need to perform a preliminary operation, such as selecting an icon.

Popup Menus

Popup menus provide a shortcut to the Icon Subviews menu and Popup Navigator features. Click with the pointer anywhere in a SPECTRUM window to access the Navigate function or place the pointer on a particular icon and right click to access the Icon Subviews menu for that model. These features are discussed in greater detail in *Popup Menus* later in this chapter.

Submenus

Some selections in a pull-down menu present submenus. The existence of a right arrow (→) character or a triangle (►) to the right of a menu selection designates a submenu. Placing the mouse pointer on a submenu item and clicking the left mouse button opens the submenu. To close the submenu, select another option from the parent menu, or move the pointer off the pull-down menu entirely and click the left mouse button.

Tear Off Menus

The Tear Off feature keeps a menu open and accessible. This is helpful when using pull-down menus frequently. When tearing off a menu, the menu

remains open and can be placed anywhere on the screen. The menu is fully functional until closed. To tear off and close a menu perform the steps below:



Tearing off a menu using the push pin

Open a menu by clicking on its title with the left mouse button. Click on the push pin at the top of the menu. The menu reopens in a new location. Note that the push pin changes shape.

Closing a tear off menu using the push pin

Click on the push pin of a torn off menu with the left mouse button. The menu closes.

Toolbox Menu

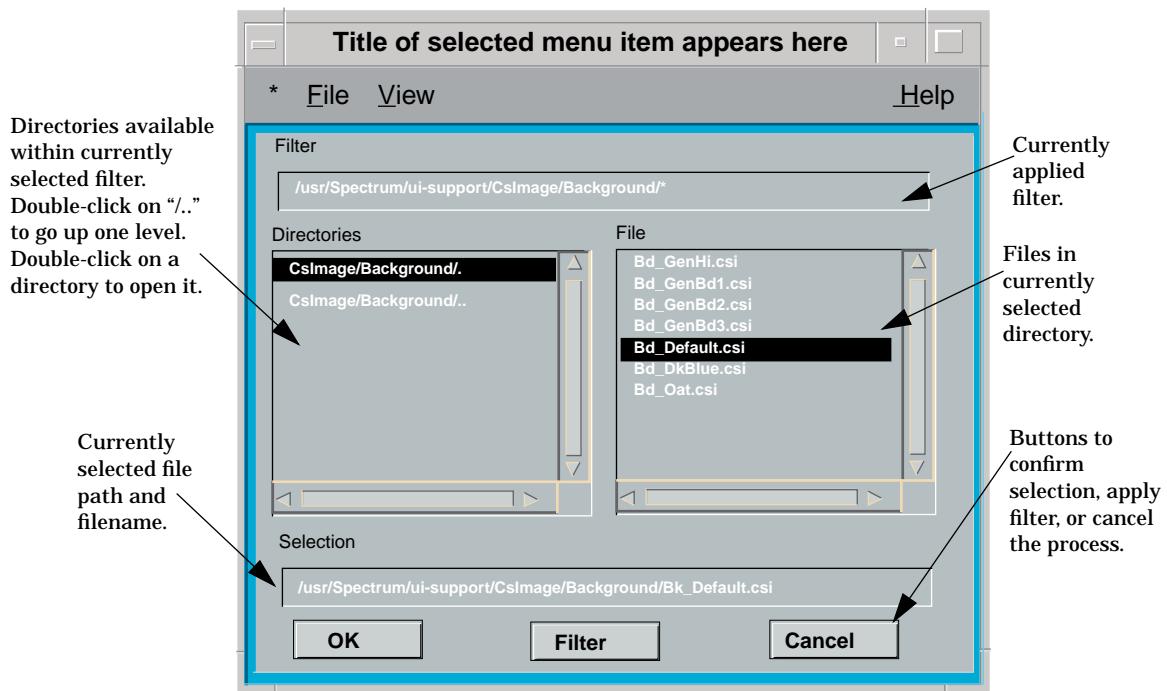
A toolbox is designated by the ampersand (**&**) character following a menu selection. At present, SPECTRUM features one toolbox, the **Annotation Toolbox**. This toolbox contains tools to edit SPECTRUM display colors, line attributes, text fonts and more. You access this toolbox from the **Edit** pull-down menu. For detailed information on the **Annotation Toolbox** refer to the **Annotation Toolbox**.

Dialog Boxes

Some menu selections open a window containing a dialog box. These selections are designated by an ellipsis (...) immediately following the menu selection name.

Figure 1-2 illustrates the contents of a typical dialog box. Some dialog boxes have scroll bars and others accept text entries such as device names, IP addresses, etc. Dialog boxes vary depending on their purpose. Many are modal, meaning that they require you to take an action, such as clicking on **OK** or **Cancel**, before moving on to another operation.

Figure 1-2. Typical Dialog Box



Dialog Box Filtering

Some dialog boxes provide filtering. Filtering selects a file path or an individual file. When a filtering scheme is present in a dialog box, SPECTRUM supplies a default pathname in the Filter block. The files and directories contained in the directory pointed at by the Filter block are displayed in the Files listing area. You can modify the Filter to view subdirectories or different directories entirely. Once you modify the Filter, click on the **Filter** button. Selecting a file with the mouse pointer enters the file into the Selection block. Confirm a file selection by clicking on **OK**. Click on **Cancel** to exit the dialog box.

* (Star) Menu Selections

*This chapter describes the selections that are available from the * (Star) menu.*

Star Menu: An Overview

The selections that are available in the * (Star) menu depends on how your system administrator configures your workstation. The default * (Star) menu provides access to several programs, including some utilities that are not directly part of SPECTRUM. By modifying the * (Star) menu resource file, you can create alternate menu choices, special mnemonic characters, keyboard accelerators and more. The * (Star) menu resource file “`.starrc`” is located in the <SPECTRUM Install Area>/`app-defaults` directory. For information about modifying this file, refer to **Defining Resources**.

Figure 2-1 illustrates typical UNIX * (Star) menu selections and Figure 2-2 illustrates typical NT * (Star) menu selections.

Figure 2-1. Typical Star Menu Selections (UNIX)



Listed below are the functions provided by the typical tool selections available under the * (Star) menu:

- **Shell** - provides access to the alternate UNIX shell Program.
- **Editor** - provides access to the UNIX text editor.
- **Magnifier** - provides an image magnification tool to enlarge a portion of a window.
- **Calculator** - provides on-screen calculators for algebraic and RPN (Reverse Polish Notation) operations, equivalent to TI-30 and HP-10C models.
- **X Utilities** - provides access to other programs that operate outside of SPECTRUM.

X Utilities Programs

Other programs that operate outside of SPECTRUM are accessible through **X Utilities** under the * (Star) menu. These include:

- **Clock** - provides an on-screen time display.
- **System Load Readout** - provides an on-screen graph depicting processing load.
- **Backdrop** - selects an alternate monitor background display.

Figure 2-2. Typical Star Menu Selections (NT)



Listed below are the functions provided by the typical tool selections available under the * (Star) menu:

- **SpectroSHELL** - provides a Korn Shell window directly into the <install> directory.
- **Command Prompt** - provides command line access.

- **NotePad** - provides text editing capability.
- **Calculator** - provides on-screen calculators standard and scientific operations.
- **Clock** - provides an on-screen time display.
- **Windows NT Control Panel** - provides access to utilities that allow you to customize your system.
- **NT Diagnostics** - provides access to diagnostic utilities used to troubleshoot system problems.

File Menu Selections

This chapter describes the selections that are available from the File menu.

Navigate or Edit Mode File Menu Selections

The **File** menu selections available depend on the current operating mode (Navigate or Edit) and on user access privileges. The **File** menu selections available in Navigate mode and Edit mode are shown in Figure 3-1 and in Figure 3-2.

Figure 3-1. **File Menu in Navigate Mode**

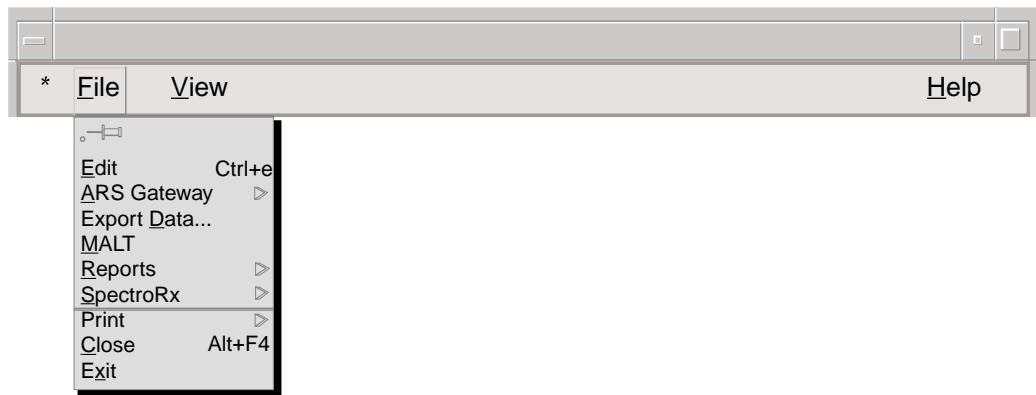
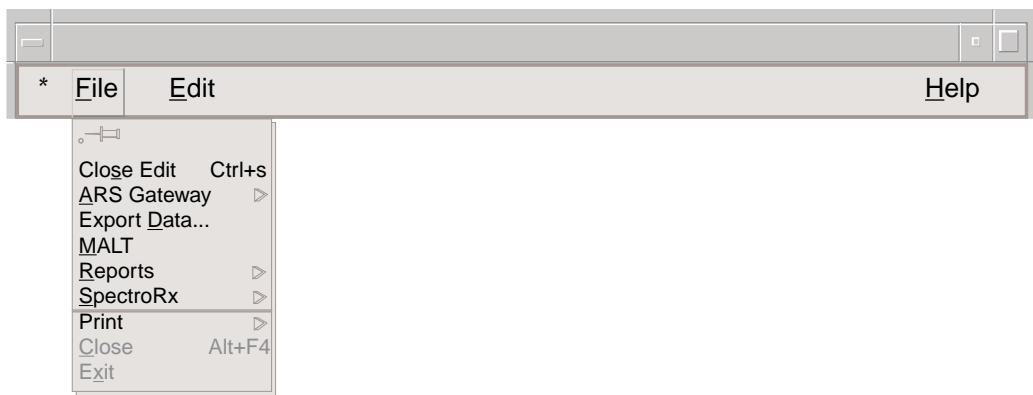


Figure 3-2. **File Menu in Edit Mode**



Edit and Close Edit

Edit and **Close Edit** are complementary menu selections in that they share the same position on the **File** menu. The available selection depends on the operating mode you are in. **Edit** places a view into Edit mode. **Close Edit** stores edited changes to a view and places the view back in Navigate mode. To modify a view, you must have security access to the view and to the portion of the network model it details. When in the Navigate mode and security access is available, the **Edit** selection is selectable. In Edit mode, the **Edit** menu replaces the **View** menu in the menu bar.

Use the Edit mode to add icons to SPECTRUM views. Once in Edit mode, none of the Navigate mode features are available. You must be in Navigate mode to move among SPECTRUM views.

ARS Gateway

The **ARS Gateway** selection is available in either the Navigate mode or Edit mode. This application allows you to manage SPECTRUM alarms in conjunction with the Remedy Action Request System. For detailed information on exporting data, refer to the **SPECTRUM AR Systems Gateway User's Guide**. This item is available for purchase.

Export Data

The **Export Data** selection is available in either the Navigate mode or Edit mode. This application allows you to export event or statistical data in an ASCII, SAS, Ingres, Sybase, or Oracle output format. For detailed information on exporting data, refer to the **SPECTRUM Data Export User's Guide**.

MALT

The **MALT** (MAC Address Locator Tool) helps you locate devices on your network when you know the Physical or Media Access Control (MAC) address. MALT first attempts to find a model with the designated MAC address in the SpectroSERVER database, and if successful, will present the model name along with hub connection information, then interrogates intelligent hubs in the SpectroSERVER database to determine the hub and port where the address is connected. Since there can be several paths to the same device, MALT presents a list of hubs and ports, arranged with the most likely port first.



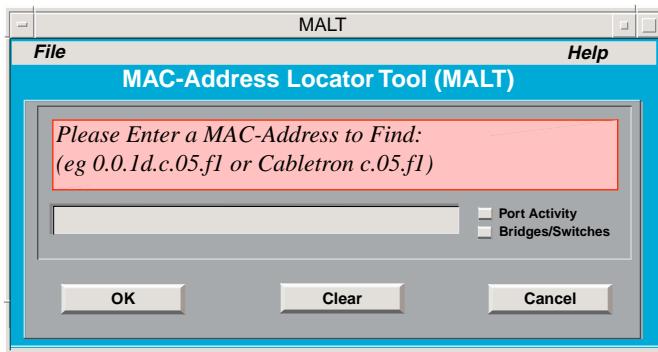
Occasionally, if a target is on a multiple access segment and another hub hears the target across a MAC-Layer bridge, that other hub may, in fact, hear fewer addresses on its port than the directly connected hub. This is due to the bridge's address filters. This happens very rarely since hub ports connected to bridges typically hear many addresses, but to handle these cases, the list provided by MALT should be considered a list of most likely hubs and it may be necessary to sort it manually.

Task – To Find a Device Using MALT

1. Select MALT.

The **MAC-Address Locator Tool (MALT)** screen is shown in Figure 3-3.

Figure 3-3. **MAC-Address Locator Tool (MALT) Screen**



The MALT screen's menu bar contains two menu selections: File and Help. The **File** menu allows you to exit MALT. The **Help** menu allows you to access general MALT or address format information. The screen also contains three buttons: **OK**, **Clear**, and **Cancel**. **OK** starts a MALT search, **Clear** clears the MAC address box, and **Cancel** exits MALT.

2. Enter the MAC address for the device being sought and click on **OK.**

MALT accepts MAC-addresses in six hexadecimal bytes separated by delimiters (e.g., 0-1d-01-02-fe-df) or vendor name followed by three hexadecimal bytes (e.g., Cisco-0.23.ab). The following conditions apply:

- A hexadecimal byte can be specified by one or two characters. For example, a (0a) can be specified as: "0a" or "a".
- Valid hex digits are 0-9 and a-f. The digits a-f can be specified in either upper or lower case (i.e., "A" or "a").
- MALT accepts the following delimiters for hexadecimal numbers; ".", ":" , and "-". The period ".", and colon ":" separators may be mixed in a given string.

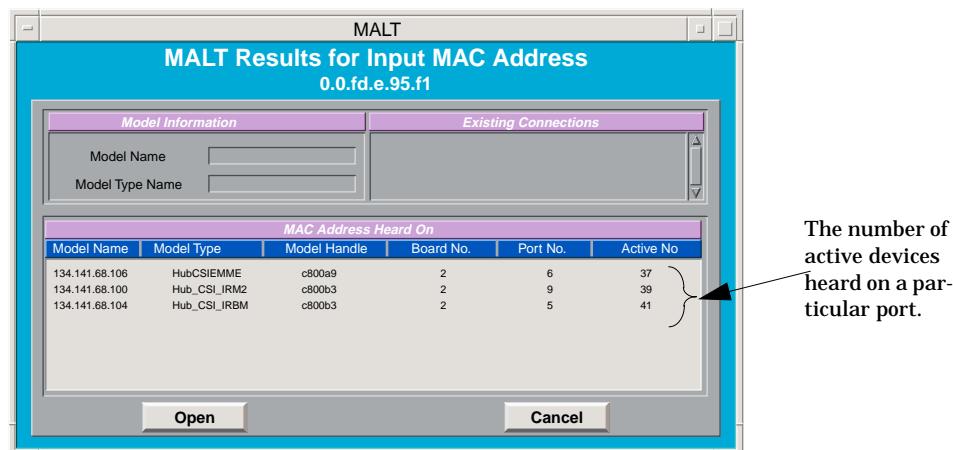
3. MALT executes a search for the designated MAC address, with the results of the search displayed in the **MALT Results for Input MAC Address <MAC Address> screen (Figure 3-4)**

This screen is divided into three dialog boxes: **Model Information**, **Existing Connections**, and **MAC Address Heard On**.

- **Model Information** - displays the Model Name and Model Type Name of the model with the designated MAC address.

- **Existing Connections** - lists connections between the model with the designated MAC address and hubs modeled in the SpectroSERVER database.
- **MAC Address Heard On** - lists the hub and port where the designated MAC address is connected. Since there can be several paths to the same device, MALT presents a list of hubs and ports, arranged with the most likely port first.

Figure 3-4. MALT Results for Input MAC Address <MAC Address> Screen



Information displayed by MALT varies depending on data obtained by a search:

- If the device is modeled in the SpectroSERVER database, the results are displayed in the **Model Information** and **Existing Connections** dialog boxes.
- If the device address is heard by a hub(s), the results are displayed in the **MAC Address Heard On** dialog box.
- If the address is heard by a hub and the device is also modeled in the SpectroSERVER database, the results are displayed in all dialog boxes.
- If the device is not modeled, “Not Modeled” is displayed in the **Model Information** dialog box and “Unable to resolve MAC model connectivity” is displayed in the **Existing Connections** dialog box.
- If the address being sought is not heard, no information is displayed in the **MAC Address Heard On** dialog box.

Double-click anywhere on a line in the **MAC Address Heard On** dialog box or click on a line and press **Open** to display the Device view for a selected device. Press **Cancel** to return to the MAC-Address Locator Tool (MALT) screen.

Reports

The **Reports** selection is available in either the Navigate mode or the Edit mode and provides a sub-menu with several report types. You can create reports providing information on statistics, relations, alarms, events, and inventory through the three menu selections, **Format**, **Generate**, and **Display**. For detailed information on generating reports, refer to the *SPECTRUM Report Generator Guide*.

SpectroRx

The **SpectroRx** selection is available in either the Navigate mode or the Edit mode. This application shows you how to use SpectroRx to provide fault resolution for network alarms. You can choose from two menu selections: **Show All Cases** or **Open Blank Case**. For detailed information on case-based reasoning that is used to organize the knowledge about network problems, refer to the *SpectroRx (SPECTRUM Resolution Expert) User's Guide*. This item is available for purchase.

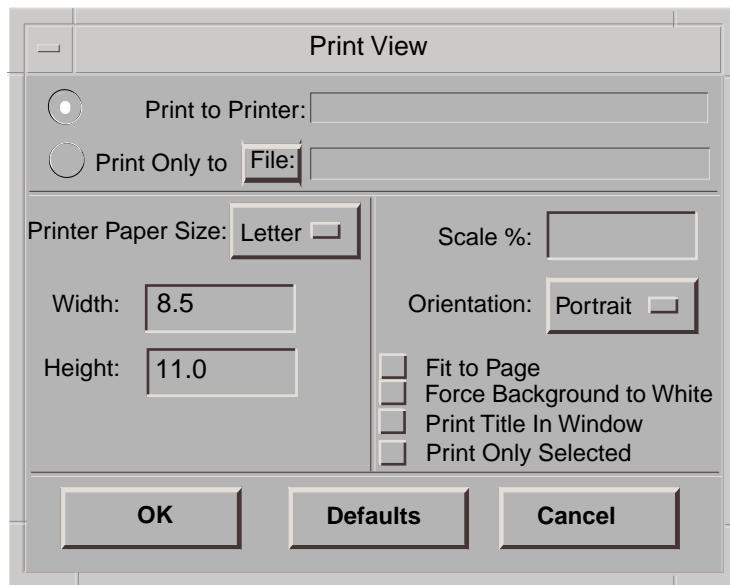
Print

The **Print** selection is available in either the Navigate mode or Edit mode and provides a sub-menu with two print options, **Print View** and **Print Hierarchy**.

The **Print View** selection allows you to print the currently selected view. When printing the view, you can choose to print to a printer or to print to a file. You can also choose page size, orientation, and scale using the **Print View** dialog box shown in Figure 3-5.



If printing from NT, you must print on a postscript printer to maintain the grayscale images. A non-postscript printer will produce black and white images.

Figure 3-5. Print View Dialog Box

The **Print View** dialog box contains the following fields and buttons:

Print to Printer When selected, prints the currently selected view on the printer you have specified in the Print to Printer field.

Print Only to File When selected, prints the currently selected view to a file you have specified in the Print to File field. If you know the path name of the file to be printed, click in the text box to the right of the **File:** button and enter the complete file path; otherwise, press the **File:** button to display the **Select File** dialog box and select the file to be printed.

Printer Paper Size Selects the size of the page. Selections are Letter (default), Legal, A4, A3, and Custom. Paper dimensions for selected page size are displayed in the Width and Height fields. Custom allows you to set the width and height fields for custom paper sizes. Changing either field resets the Printer Paper Size button to Custom.

Orientation Orientates the printed view in either Portrait (default) or Landscape.

Scale Allows you to scale, in percent, the printed view. The scale must be greater than 0.

Print Title in Window

When selected (button depressed), the title of the currently selected view is printed at the top of the view over any existing icons or annotations. The title will be centered if there is enough room to print it, or left justified with a 5 pixel left margin if it is too large to fit in the window (the right end of the title will be truncated). If the title is too large to fit in the window, but the window size is less than 600 pixels, the window size will be increased to the size of the title string, with a 5 pixel border on each side.

Print Only Selected

When selected (button depressed), only icons in a view that are selected will be printed.

OK

Sends the view to a file or a printer.

Defaults

Resets the Print View to its default selections.

Cancel

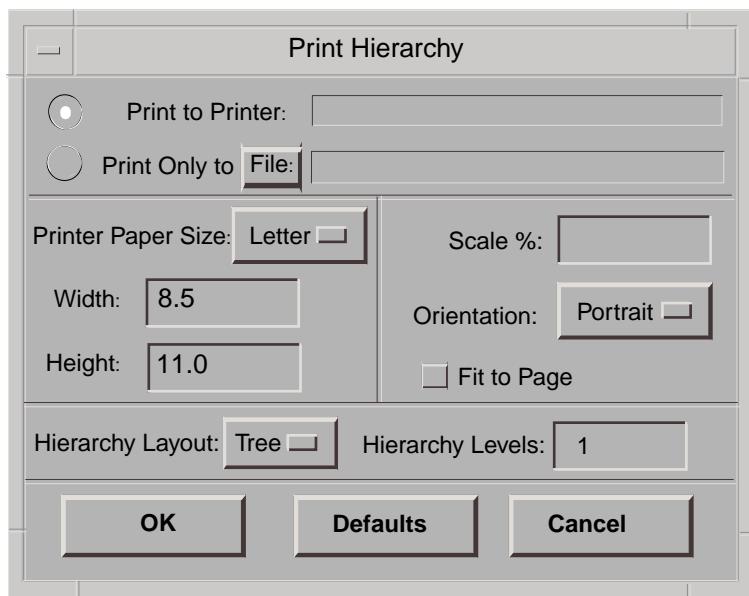
Discards any entered text and closes the dialog box.



The printer should have a minimum of 2MB of RAM if printing full pages of graphics. If printer memory seems to be a constraining factor, you can use less printer memory by zooming the view's image smaller and printing it at a larger scale.

The **Print Hierarchy** selection allows you to print the hierarchy below and include the currently viewed model in a simplified format without annotations or backgrounds. The **Print Hierarchy** dialog box (Figure 3-6) contains all of the functionality contained in the **Print View** dialog box, and in addition, includes a **Hierarchy Layout** button and a **Hierarchy Levels** field.

Output is autoplated in a tree or radial structure, depending on what is selected using the **Hierarchy Layout** button. The number of levels printed to a file or printer is determined by the number entered in the **Hierarchy Levels** field. If printing to a printer, a confirmation dialog box is displayed detailing the number of rows, columns, and pages to be printed. Click **OK** to send the output to the printer or **Cancel** to cancel the print request.

Figure 3-6. Print Hierarchy Dialog Box

Hierarchy Layout Selects how the output will be formatted. Formats are Radial and Tree.

Hierarchy Levels Selects the number of levels to go down in the hierarchy. The default is one level.

If printing to the printer, the file is sent to the printer via the `*printProgram` resource.



The Print View selection is also available for non-hierarchical views (e.g., Application view); however, the Print Hierarchy selection is not available for these views.

You can change the **Print** default values by modifying the SPECTRUM print resources. For information about modifying these resources, refer to **Defining Resources**.

Close

Selecting **Close** closes the selected view. You can modify the ***disable MouseCancel** resource so that clicking the right mouse button closes the selected view (UNIX). For information about modifying this file, refer to **Defining Resources**.

Exit

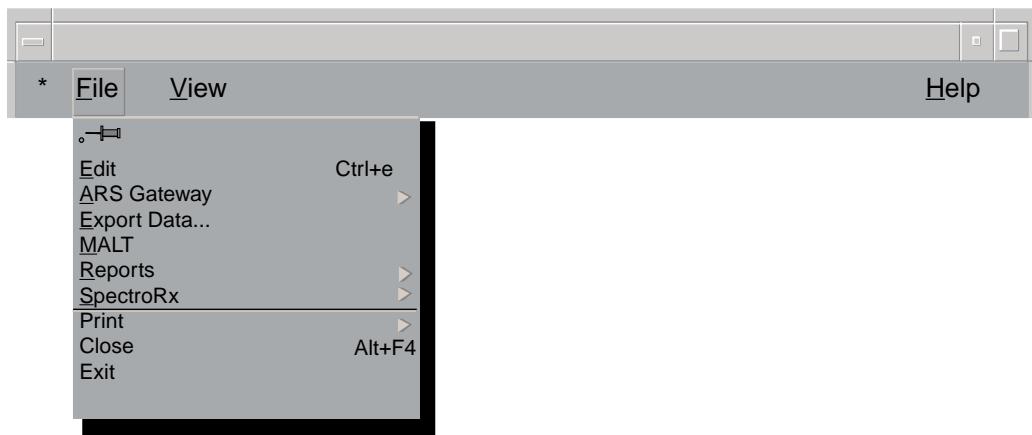
Selecting **Exit** is the recommended method of ending a SpectroGRAPH session. Selecting Exit does not, however, terminate the SpectroSERVER. When exiting a SpectroGRAPH session, all views must be in the Navigate mode. If a view is in the Edit mode, a dialog box appears stating that you cannot exit SPECTRUM because a view is not in the Navigate mode.

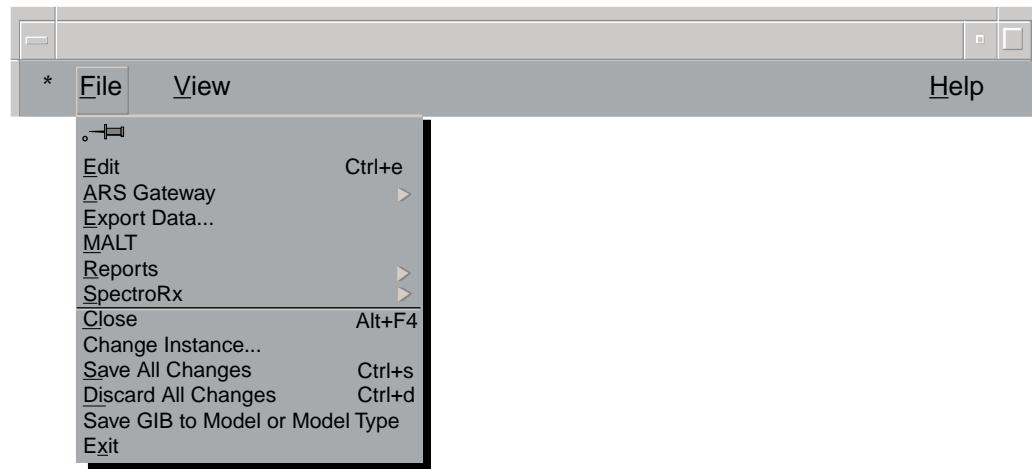
File Menu Selections in a GIB View

If the GIB Editor is installed, two additional selections (**Change Instance** and **Save GIB to Model or Model Type**) are available from the **File** menu in Generic Information Block (GIB) views. Figure 3-7 illustrates the File menu selections in a GIB view.

Figure 3-7. **File Menu Selections in a GIB View**

Typical File Menu in Navigate Mode (with Auto GIB Update disabled)



Typical File Menu in Navigate Mode (with Auto GIB Update enabled)**Change Instance**

An instance is a specific occurrence of an object, such as a port or a slot. For example, a hub can contain several boards, each in a different slot. An instance ID identifies which slot in the hub is being described. In addition, a board in a slot can have several ports. An instance ID identifies a specific port within a slot.

The Change Instance menu selection is available in generic information block (GIB) views, such as a Performance view. This selection changes the instance (port, slot, etc.) the view depicts.

You change an instance to view a specific port or specific features, rather than all ports or features, of a network model. An instance change is temporary. Once you leave the view in which the instance was changed, the instance reverts to its prior value.

To change an instance, you need to know the instance ID number for the port or board you wish to view. Figure 3-8 provides an example of an Instance ID format.

Figure 3-8.**Instance ID Format Example**

$3 - 7$ $> <$ First digit indicates the slot number	Second digit indicates the port number
--------------------------------------------------------------	-------------------------------------------

As shown in Figure 3-8, the instance ID number indicates that the instance is the seventh port of the board in the third slot of a multi-slot device.

Save/Discard All Changes

Use **Save All Changes** or **Discard All Changes** to save or discard the changes you make to a GIB view. If the `*autoGibUpdate` resource is enabled (True), Save All Changes and Discard All Changes appear on the menu. This feature automatically sets a GIB view to update mode when it is opened. The appearance of fields in a GIB view provide an indication of whether they can be altered while in update mode. Flat fields cannot be updated.

When the `*autoGibUpdate` resource is disabled (False), **Update** appears as a selection on the **File** menu instead of Save/Discard and must be manually selected to enable updating fields that can be updated.

For more information about modifying the `*autoGibUpdate` resource, refer to the **Defining Resources**.

Save GIB to Model or Model Type

This selection is available in GIB views, such as a Performance view. Use it to save changes made to a GIB view. For more information on changing a GIB view, refer to the **SPECTRUM GIB Editor Guide**.



Chapter 4

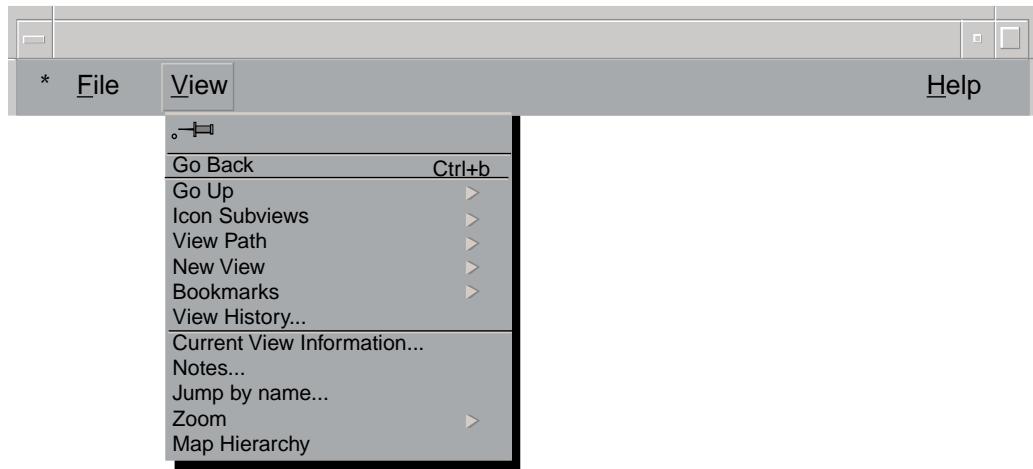
View Menu Selections

This chapter describes the selections that are available from the View menu.

View Menu: An Overview

View is a dynamic pull-down menu used to navigate through your network model. From the View menu you can access the Icon Subviews menu that accesses several device and application icon subviews. Or the New View menu that accesses the different hierarchical views including the Enterprise Alarm Manager and the Event Log. Detailed information for all of the View menu selections are discussed below. Figure 4-1 illustrates a typical View menu.

Figure 4-1. **View Menu**



Go Back, Go Up, and View Path

These selections return to a previous view (**Go Back**), navigate up one level from where you are (**Go Up**), or open a view that is related to where you are (**View Path**).

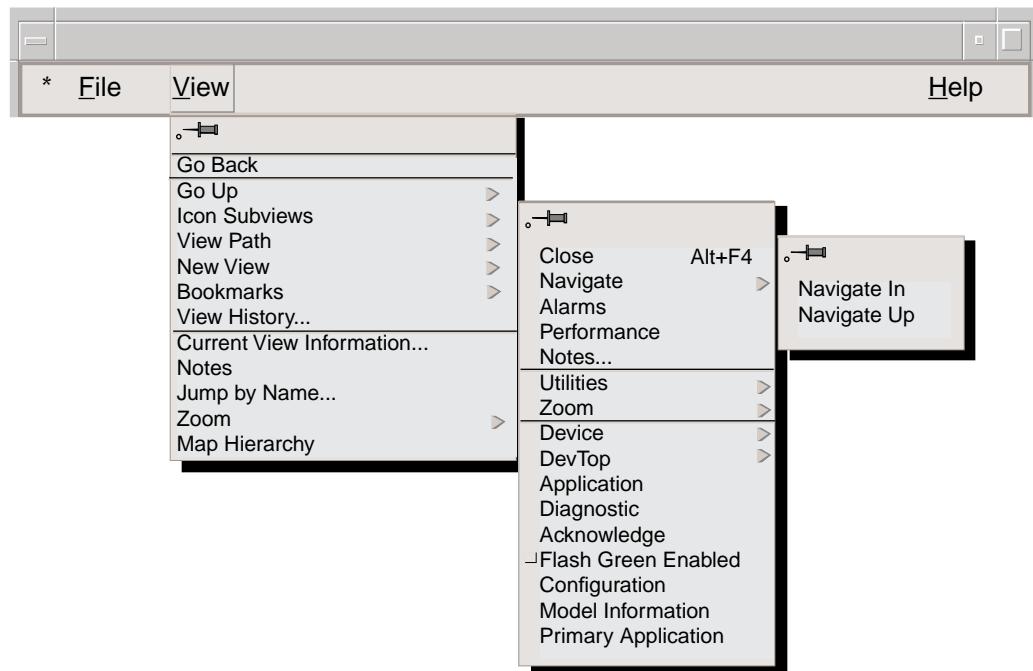
Go Back	Returns to the previous view. For example, if navigating from the Universe Topology view into a LAN 802.3 Topology view, selecting Go Back returns to the Universe Topology view.
Go Up	Presents a dynamic submenu of hierarchical views (Topology, Location, etc.) related to the current view. Selecting one of the options navigates one level to a view in the selected hierarchy. The hierarchies are:
Location	Go up into a Location view.
Topological	Go up into a Topology view.
Org-Chart	Go up into an Organization view.
View Path	This selection is view-specific and lists specific navigation shortcuts available in the current view. You can add new navigation shortcuts to this list. Refer to Chapter 5, <i>Edit Menu Selections</i> for more information on <i>View Path</i> . Do not confuse this selection with Jump by name , whose entries are available in all views. Refer to <i>Jump by name</i> later in this chapter.

Icon Subviews

Icon Subviews is a dynamic menu that provides access to icon subviews. The lower part of the submenu selections change as you select different types of icons; however, the first two parts, from Navigate to Notes and from Utilities to Zoom, remain fixed. The view hierarchy and your security access also affect the selections. Typical selections included in an Icon Subviews submenu are shown in Figure 4-2 .



For quick access to the Icon Subviews menu, use the Popup Icon Subviews menu. Place the pointer on an icon and press the right mouse button. The Icon Subviews menu appears.

Figure 4-2. Typical Icon Subviews Menu

The Icon Subviews submenu can include but is not limited to, and does not always include everything in, the following selections (listed alphabetically here):

Acknowledge	Acknowledges a status change for an icon. Stops flashing color.
Alarms	Opens the Enterprise Alarm Manager.
Application	Opens an Application view.
Backup Database (VNM only)	Opens the Backup Database view. For more information about this option, refer to Database Management .
Cablewalk	Opens the Cablewalk view to illustrate connections that exist along a segment of cable. Also shown in Cablewalk List.
Capacity Meter (VNM only)	Opens the Capacity Meter view. For more information about this option, refer to Performance .
Client View (VNM only)	Opens the Client view. For more information about this option, refer to Performance .

Close	Closes the current view.
Configuration	Opens a Configuration view.
Control (VNM only)	Opens a SpectroSERVER Control view showing the VNM Host Table and current Client List. For more information about this option, refer to Performance .
Device	Opens a Device view.
DevTop	Opens a DevTop view.
Diagnostic	Opens a Diagnostic view.
Events	Opens an Events view.
Flash Green Enabled	Allows you to monitor changes in an icon's alarm status by enabling an icon to flash green if the alarm status of that icon changes to another color and then changes back to green.
Model Information	Opens an Information view for a device detailing important operating data.
Navigate	Provides access to a Topology view higher or lower in the topology hierarchy.
Notes	Opens the Notes view. Notes allows you to enter messages that may be useful to users of this model.
Open	For location icons only. Opens the view the icon represents.
Organization	Opens the next level of an Org-Chart view.
Performance	Opens a Performance view for the device.
Port Performance	Opens a port-specific Performance view. This selection is available for multiple-port devices.
Primary Application	Allows you to select the primary application of a device.
Resource	Opens a Resource view for end-point devices.
Topology	Opens a network group icon to view the topology which is within the icon.
UserEditor (VNM only)	Brings up a submenu allowing you to create, modify, and (VNM/Landscape only) delete a SPECTRUM user profile. For more

information about this option, refer to **Security and User Maintenance**.

Utilities

Opens the utilities submenu providing access to several SPECTRUM utilities. Typical menu selections include:

Attribute Browser - brings up the Attribute Walk view enabling you to view attribute values not included in the model's other views.

Events - brings up the Event Log.

Applications - allows you to launch Applications. Refer to *Applications* on page 24 for more information about launching Applications.

Enterprise Config Manager - brings up the ECManger (Enterprise Configuration Manager). This item can be purchased.

MIB Tools - utilities that let you access and manage an SNMP compliant device through its MIBs. Refer to the ***MIB Tools User's Guide*** for more information.

PathView - graphically displays the path from the source to the destination, showing each router (also hubs, bridges, and other devices connecting routers) discovered along the path. Refer to the ***PathView User's Guide*** for more information.

WatchEditor - edits and/or modifies watches for model types. Refer to the ***SpectroWATCH Operator's Reference*** for more information.

WatchManager - views the status of defined watches for models of a particular model type. Refer to the ***SpectroWATCH Operator's Reference*** for more information.

Ping - issues a ping command to the selected device. The results appear in a separate window on the screen.

Telnet - opens a telnet session in a separate window on the screen.

Zoom

The **Zoom** selection allows you to proportionally increase or decrease the size of a currently selected view or icon(s). Refer to *Zoom* on [page 4-21](#) for detailed information about the Zoom feature.

Popup Menus

There are two ways to access popup menus:

The ***iconSubviewButton** resource allows you to set SPECTRUM mouse functionality for a two or three button mouse. If this resource is set to 2 (for a two button mouse), clicking the right button brings up the Icon Subviews menu. If this resource is set to 3 (for a three button mouse), clicking the middle mouse button brings up the Icon Subviews menu. The default is 2. Refer to **Getting Started for Operators** for more information about setting mouse resources.

- Place the pointer on an icon and click the right mouse button to access the **Popup Icon Subviews** menu for a particular model.
- With the pointer anywhere in a SPECTRUM window, click the right mouse button or select **Navigate** from the Icon Subviews menu for a particular model to access the **Popup Navigator** options.

Task – Accessing the Popup Icon Subviews Menu

To access an Icon Subviews menu:

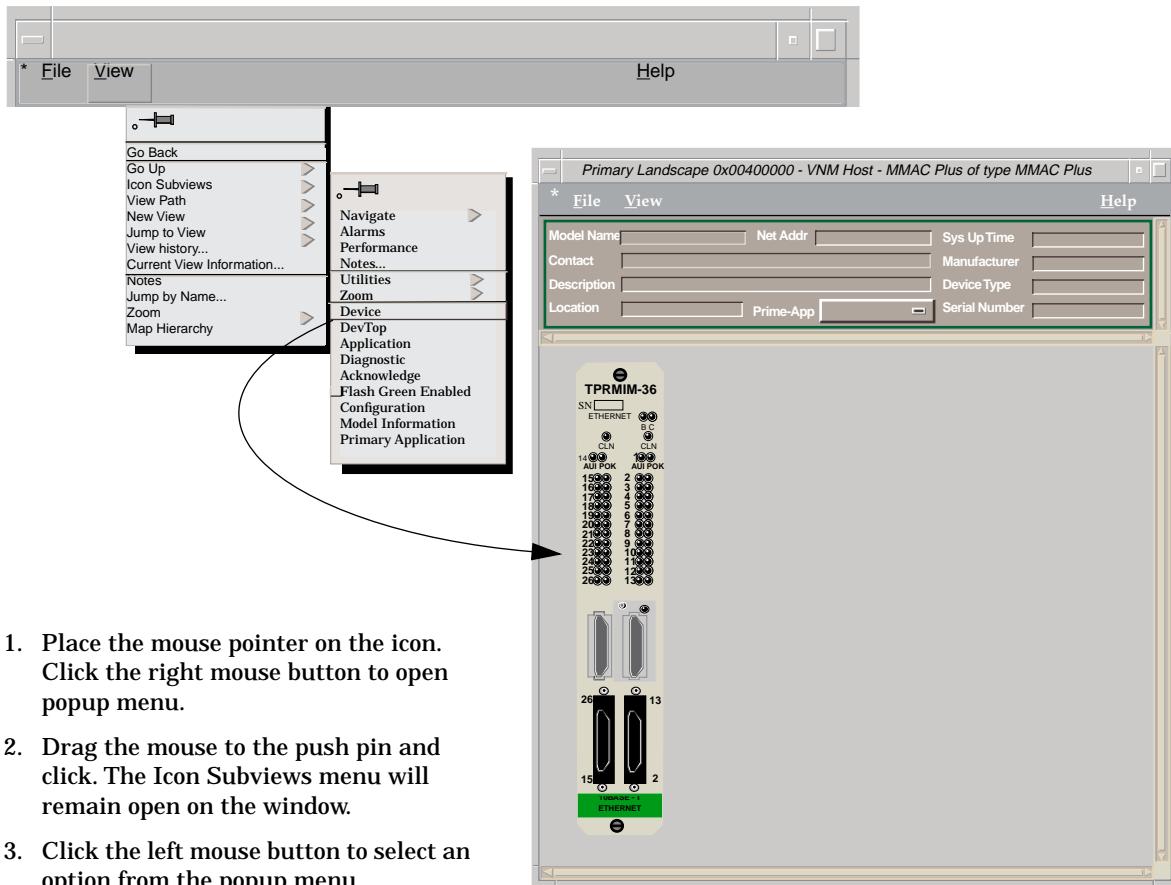
1. **Place the mouse on an icon and click left mouse button to highlight the icon, then press right mouse button.**

The icon's Icon Subviews menu appears.

2. **Choose an option from the menu by clicking on it with the right mouse button.**

To close the Icon Subviews menu without selecting anything, click anywhere off the menu with the left mouse button.

Figure 4-3 illustrates the use of the Popup Icon Subviews menu.

Figure 4-3. Using Popup Menus

1. Place the mouse pointer on the icon. Click the right mouse button to open popup menu.
2. Drag the mouse to the push pin and click. The Icon Subviews menu will remain open on the window.
3. Click the left mouse button to select an option from the popup menu.

Using the Popup Navigator

The Popup Navigation feature is a subset of the Icon Subviews menu. It is accessible from the Icon Subviews menu or via the popup menu (refer to *Popup Menus* on page 6). Selecting Navigate produces a special Popup Navigator submenu that lets you move quickly through the network hierarchy without displaying a new image at each level. You can select Navigate from the popup menu in any view, but it is most useful in the Location, Topology, and Organization views. The Alarms, Events, and Notes selections perform the same functions as described under *Icon Subviews* on page 2.

Selecting Navigate from a Popup menu or from the Icon Subviews menu displays the Navigate submenu, which offers two selections: **Navigate In** and **Navigate Up**. Both selections produce a list of model names with the model name of the level where you opened the Popup Navigator as the title. Below the title is a list of all model names. When viewing a long list, a scroll bar is displayed along the right side.

Each selection provides specific navigation options:

- **Navigate In** – displays a list of the models in the current view and a list of models at the next level beneath it in the hierarchy. Model names listed with an arrow are entry points to lower levels in the model hierarchy and, when selected, produce another listing of models at that level. Selecting a model name listed as the title or with no arrow opens a view for that model. If the selected model is a device model, the device's DevTop view is opened. The alarm color for that device is also displayed. (See **Enterprise Alarm Manager** for more information.)
- **Navigate Up** – displays a list showing the current model and a list of models at the next level above it in the hierarchy. Model names listed with an arrow are entry points to higher levels in the model hierarchy and, when selected, produce another listing of models at that level. Selecting a model name listed as the title or with no arrow opens a view for that model. If the selected model is a device model, the device's DevTop view is opened. Models for which there is no view to go to are not listed.

Navigate menu selections are made with the designated popup menu mouse button, and selections from the navigator lists are made with the left mouse button. The color of each item in the navigator list indicates the condition of the model. Popup Navigator menus remain on the screen until you make a menu selection or close them. Figure 4-4 illustrates using the **Navigate In** and **Navigate Up** options of the Popup Navigator.



You can move Popup Navigator menus to make room for viewing multiple layers by using a feature of the Motif Window Manager. On Sun Microsystems keyboards, press and hold the meta (\diamond) key while dragging the menu with the right mouse button.

Task – Using Navigate In and Navigate Up

To Navigate In and Up:

1. Select **Navigate from the **Icon Subviews** menu, then select either **Navigate In** or **Navigate Up** from the **Navigate** submenu.**

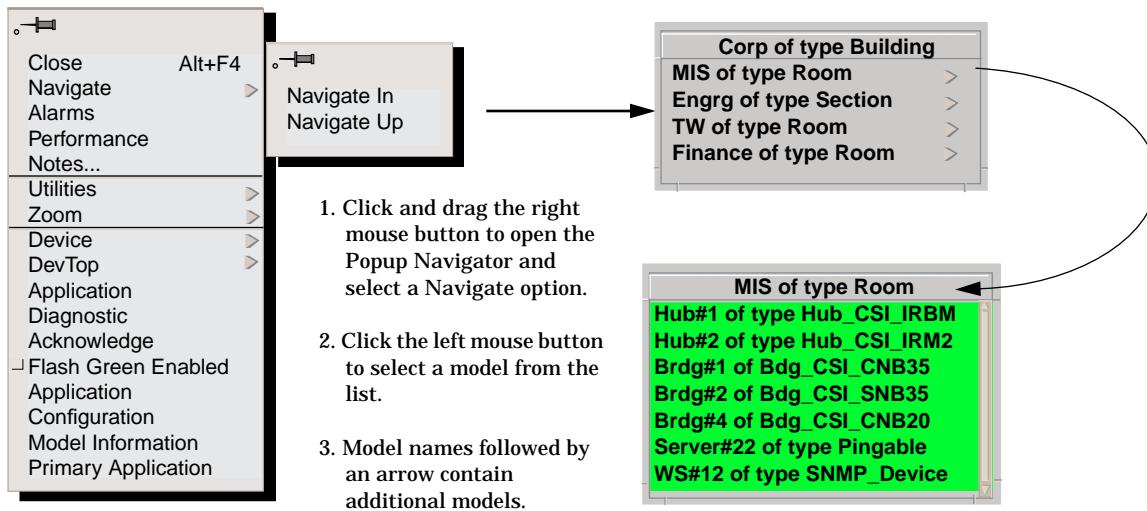
2. Select a model name by clicking on it.

A list of models available for viewing beneath or above that model appears.

3. Select one model name by clicking on it.

4. Using Navigate, follow the model/view hierarchy all the way down to the device level to obtain device views.

Figure 4-4. Popup Navigator Menus (Navigate In/Navigate Up)



Flash Green Enabled

The **Flash Green Enabled** feature allows you to monitor the changes to an icon's alarm status. The ***iconFlashWhenGreen** resource controls how Flash Green Enabled operates. Valid settings are: **On**, **Off**, and **Button** (default).

If the ***iconFlashWhenGreen** resource is set to **Button**, a button will appear allowing you to control an icon's ability to blink. When Flash Green Enabled is selected (button recessed), the icon will flash green if the alarm status of that icon changes to another color and then changes back to green. If not selected (button raised), the icon will not flash. To stop a green icon from flashing, deselect Flash Green Enabled or select acknowledge from the Icon Subviews menu.

If the ***iconFlashWhenGreen** resource is set to **On**, the **Flash Green Enabled** button will not appear on the Icon Subviews menu, but the icon will flash green if the alarm status changes from green to an alarm color (Red, Orange, or Yellow) and then back to green. If the model was Gray, Blue, or Brown and it goes Green, then it will not flash. To stop the icon from flashing, select acknowledge from the Icon Subviews menu.

If `*iconFlashWhenGreen` is set to **Off**, the **Flash Green Enabled** button will not appear on the Icon Subviews menu and the icon will not flash green if the alarm status changes from green to an alarm color and then back to green.

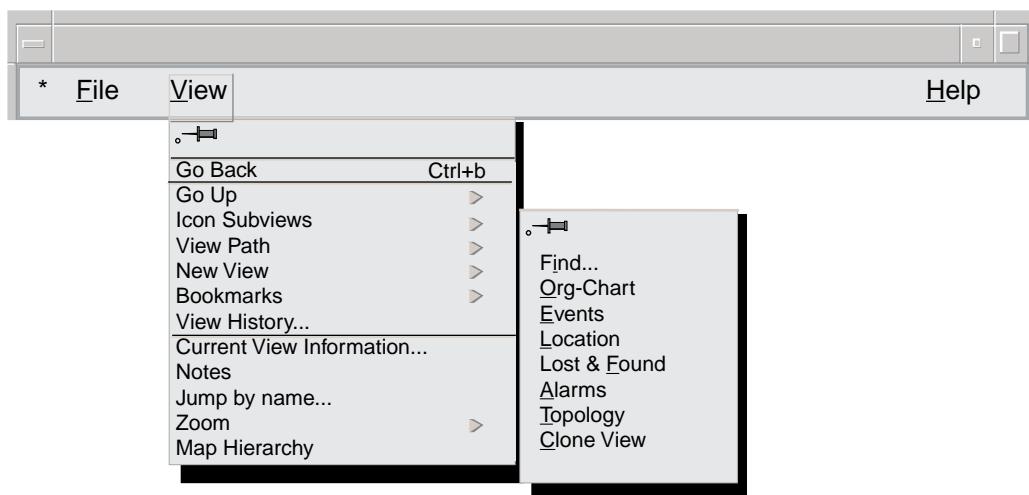
The event log for this device will record the alarm status and the event associated with the status change.

For more information about changing this resource, refer to ***Defining Resources***.

New View

Use the **New View** submenu to open a new window displaying the type of view selected. Figure 4-5 shows a typical **New View** submenu.

Figure 4-5. New View Submenu



Selecting an option from the New View submenu produces the following result:

Find...

Opens a Find view displaying a **Find: Attribute Selection** dialog box.

Org-Chart

Opens an Organization view at the top of the Org-Chart hierarchy.

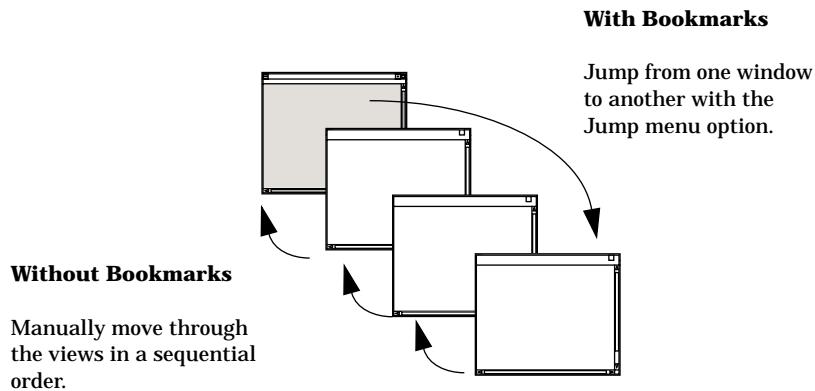
Events	Opens the Event Log view. If a model is selected, Event Log will automatically filter for the selected model or models in a selected container.
Location	Opens the World Location view.
Lost & Found	Opens the Lost and Found view.
Alarms	Opens the Enterprise Alarm Manager. If a model is selected, Alarm Manager will automatically filter for the selected model or models in a selected container.
Topology	Opens the Universe Topology view.
Clone View	Opens a duplicate window containing the same view. If you choose Clone View and make changes in one of the two resulting windows, the duplicate window is automatically updated to show the changes. One use of Clone View is when you use Jump to View to open another view but want the previous view to be displayed. Normally, if you have a view open and use Jump to View to open another view, the previous view is closed; however, by using Clone View to duplicate the previous view, then jumping to the other view, both views are displayed.

Bookmarks

Bookmarks allow you to use a shortcut to jump from the current view to another view in a location, a topology or an organization hierarchy. The Bookmarks feature is illustrated in Figure 4-6.

Administrators and non-administrative users can manage Bookmarks. Administrators can add User and Group Bookmarks. Group Bookmarks can be shared among all Users within a group. Users can only add User Bookmarks. Both administrators and users can access Bookmarks from the User and Group menus.

Figure 4-6. **The Bookmarks Shortcut Feature**



Task - Creating a User Bookmark

To create a User Bookmark:

1. Navigate to the view you want to jump to.

2. Select *Bookmarks* from the *View* menu.

3. Select *Add -> User* from the *Bookmarks* submenu.

The **Text Entry** dialog box appears.

4. Enter a name for the Bookmark.

Choose a short name that reflects the type of view the Bookmark is for.

5. Select *OK* to confirm your entry.

To cancel the operation, select **Cancel**.

Task – Creating a Group Bookmark

To create a Group Bookmark:

1. **Using the UserEditor, add yourself, as system administrator, to the UserGroup you want to create Bookmarks for.**

Refer to **Security and User Maintenance** for information about using the UserEditor.



1. You can only add Group Bookmarks for the UserGroup you currently belong to. You can add Bookmarks for other Groups by becoming a member of that UserGroup. You must restart SpectroGRAPH each time you add yourself to a UserGroup before the change will take effect.
2. Initially, the system administrator is assigned to the NotInAnyGroup UserGroup. Bookmarks cannot be created for that UserGroup.

2. **Restart SpectroGRAPH.**

3. **Navigate to the view you want to jump to.**

4. **Select *Add -> Group* from the *Bookmarks* submenu.**

The **Text Entry** dialog box appears.

5. **Enter a name for the Bookmark.**

Choose a short name that reflects the type of view the Bookmark is for.

6. **Click *OK* to confirm your entry.**

To cancel the operation, select **Cancel**.

Task – Deleting a Bookmark

To delete a Bookmark:

- 1. Select *Delete -> User/Group* from the *Bookmarks* submenu.**
- 2. Select the Bookmark you wish to delete from the list of Bookmarks that appears.**
- 3. Click *OK* in the confirmation dialog box to confirm your deletion.**

To cancel the operation, select **Cancel**.

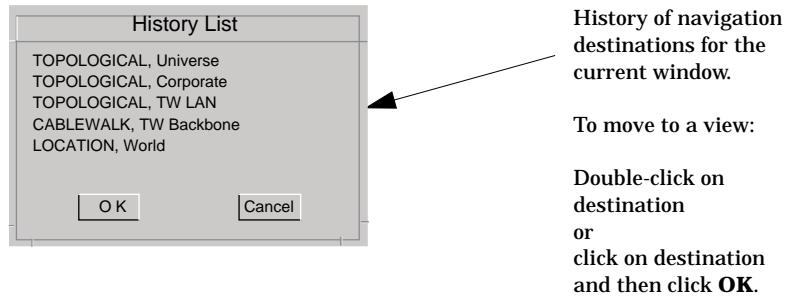
Task – Jumping to a Bookmark

To jump to a Bookmark:

- 1. Select *User/Group* from the *Bookmarks* submenu.**
- 2. Select the Bookmark you wish to jump to from the list of Bookmarks that appears.**

View History

View History is a special-purpose shortcut feature. The View History feature keeps track of your navigation through SPECTRUM views and allows you to access a previously viewed window. Each window has a unique View History selection box. When you click on View History, a selection box appears as shown in Figure 4-7. This dialog box lists the sequence of views you have used in the current window. The attribute `viewNewWindow` must be set to False in the `<Spectrum Install area>/app-defaults/spectrum` file to create a history of views.

Figure 4-7. A Typical View History Selection Box

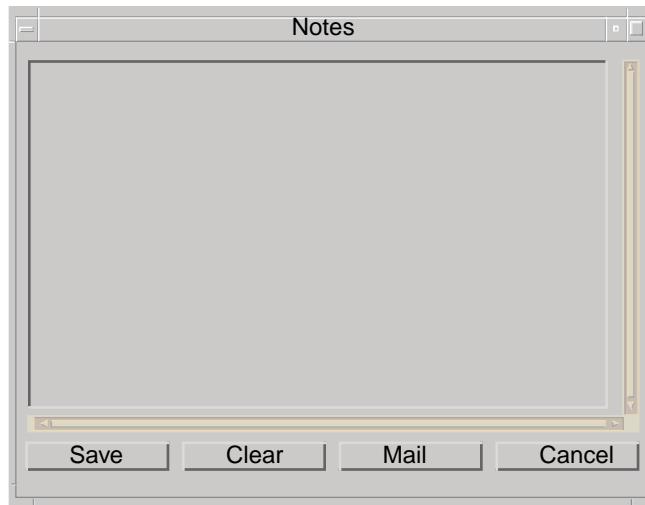
Current View Information

This view presents information about the currently displayed view. For example, if you are viewing the contents of a LAN 802.3 Network group model, the Current View Information displays attributes specific to this particular network group. This information includes rollup values and thresholds, child counts, and significance levels. In some cases, you can also select an alternative view monitoring point.

Notes

The **Notes** feature allows you to attach a message to a specific model or port. An example of a notes dialog box appears in Figure 4-8. Since the Find view, Alarm view, and Event view are not associated with a particular device, the Notes feature is not available in these views. The Notes feature is available for models within the views. To use a note, write permissions have to be set in security for a model. See Security in **UserEditor** for information on setting permissions.

Figure 4-8. **Typical Notes Dialog Box**



The Notes view incorporates four buttons. They are as follows:

Save	Saves the text you enter in the view.
Clear	Erases an existing note. Or you can highlight the text to erase and click Clear to delete only individual lines of text.
Mail	Displays the Mail dialog box.
Cancel	Discards text and closes the view during creation of a note.

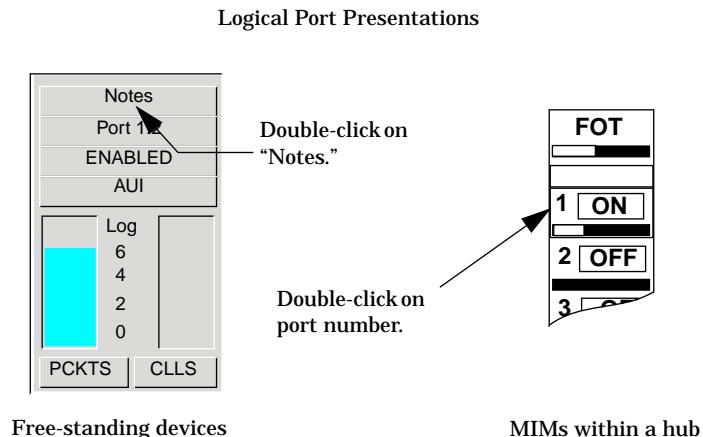
Task – Creating a Note

To create a note:

- 1. Open a view of the model you want to attach a note to.**

- 2. Select *Notes* from the *View* menu.**

In a Dev Top view you can double-click with the left mouse button on one of the Port Note double-click zones to open a Notes view. Port note double-click zones vary, depending on the device. Refer to Figure 4-9.

Figure 4-9. Port Notes Double-Click Zones

3. Select the Notes workspace by clicking in it with the left mouse button and enter the Note text.

4. Click on *Save* to store the text for the associated model.

To cancel the operation, select **Cancel**.

Task – Clearing a Note

To clear a note:

1. Navigate to the view containing the model with the note.

2. Open the Notes view associated with the model.

3. Click *Clear* to delete the note.

Task – Mailing a Note

To mail a note:

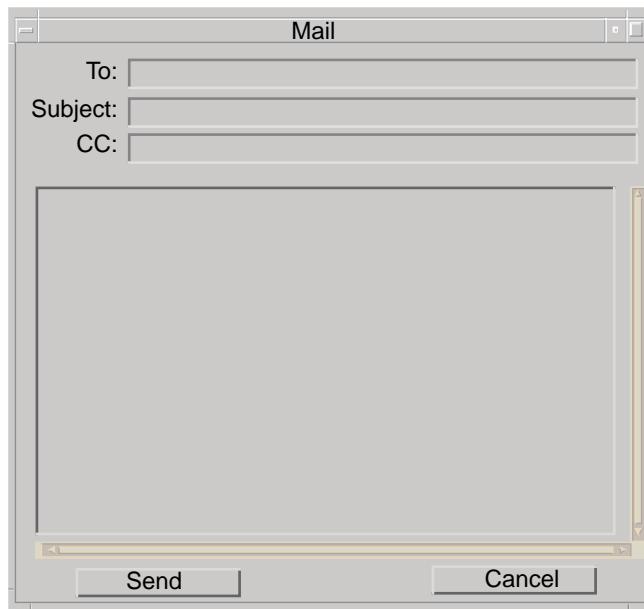
1. Navigate to the view containing the model with the note.

2. Open the Notes view.

3. Select the Mail button.

A dialog box appears (Figure 4-10) prompting you to enter the name of the recipient (**To:**), the subject of the note (**Subject:**), and who to copy the note to (**CC:**).

Figure 4-10. Mail Dialog Box



4. Click with the left mouse button in the *To:* field and enter a user name.

Follow the same procedure to complete the optional **Subject:** and **CC:** fields.

5. Select *Send* to mail the note.

Cancel quits the Mail option without sending a note.

Jump by name

The **Jump by name** feature provides an easy way to navigate to a view when you know the model name or model type name.

Task – Jump by name

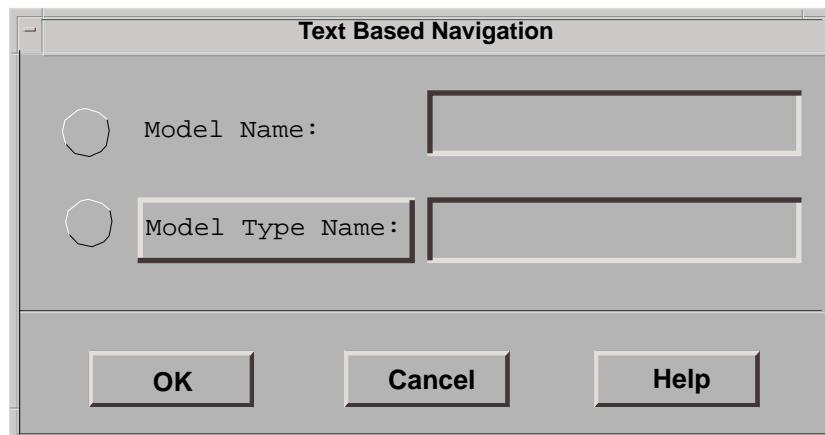
1. Select *Jump by name* from the *View* menu.

A **Text Based Navigation** dialog box appears. Refer to Figure 4-11.

2. Enter a model name by clicking on the text box next to Model Name or a model type name by clicking on the text box next to Model Type Name.

Or click on the button next to the Model Type Name to display the **Select Model Type** dialog box, selecting a model type name from the list of available model type names, and pressing **OK**.

Figure 4-11. **Jump by name dialog box**



3. Click *OK* to start the text string search.

Cancel to terminate Jump to name, or **Help** to display a Help text screen.

If one occurrence of the search string is found, the Device view containing the model opens. If multiple occurrences of the search string are found, the **Text-Based Navigation** dialog box expands to list all occurrences. You resolve this expanded list of models or model types according to Ownership, Organization, Location, Topological hierarchy, etc. Resolving a list simply means organizing the list according to the views the models or model types appear in. Once you resolve the list, choose the device from the list. An expanded **Resolve Model** dialog box appears in Figure 4-12.

Task – Resolve a List of Names

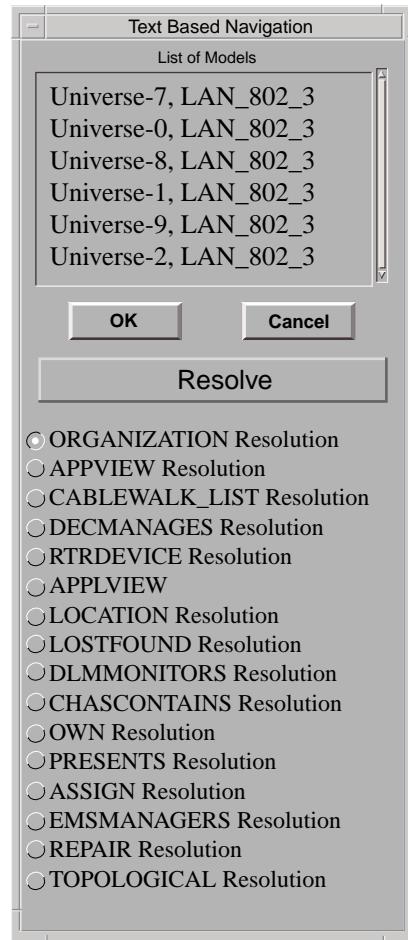
To resolve a list of names, perform the following steps:

1. Select the type of resolution to be performed and click on *Resolve*.

2. Select a model from the List of models.

3. Click *OK* to confirm your choice and open the view.

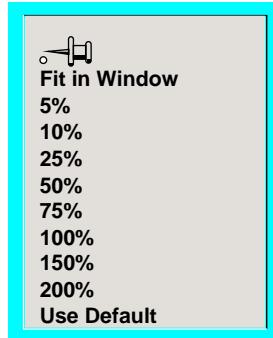
Select **Cancel** to quit the operation and remain in the current view.

Figure 4-12. Resolve Model Selection Dialog Box

Zoom

The **Zoom** selection is available in Navigate mode from the **View** menu and Icon Subviews menu or in Edit mode from the **Edit** menu. Zoom allows you to proportionally increase or decrease the size of the currently selected view or icon(s). The **Zoom** menu (Figure 4-13) selections are **Fit in Window**, **Zoom Percentages**, and **Use Default** (not available from the Icon Subviews menu).

Figure 4-13. **Zoom Menu**



Fit in Window

Fit in Window will zoom the view to the largest zoom percentage that still allows all icons to be displayed in the current view.

Zoom Percentages

Default zoom percentages are 5, 10, 25, 50, 75, 100, 150, and 200. These percentages can be set to any whole number between 5 and 400 by modifying the `*zoomLevels` resource. For information about modifying this resource, refer to **Defining Resources**.

If **Zoom** is executed with no icons highlighted, all icons in the current view will be zoomed to the selected zoom percentage. If icons are highlighted, only those icons will be zoomed to the selected percentage.

To resize all zoomed icons to the same zoom percentage as all other icons in a selected view, deselect all zoomed icons, then select a zoom percentage for the view. If no icons are selected, **Zoom** will zoom the view to the largest zoom percentage that still allows all icons to be displayed in the current view.

Use Default

When models are created, they use 100% zoom percentage, the initial default zoom level specified in the X resource file. This default percentage can be changed by modifying the `*defaultZoomLevel` resource. Changing `*defaultZoomLevel` allows the user to change the initial default zoom level of all views. A view with a zoom level set can be unset by selecting **Use Default** from the **Zoom** menu. **Use Default** is not available from the Icon

Subviews menu. For information about modifying this resource, refer to ***Defining Resources***.

Saving Zoom Levels

To save the zoom level of a view, change the view's zoom level as described in Zoom Percentages, then enter and leave edit mode (or just leave edit if already in edit mode). The view will now be zoomed to that percentage when it is viewed. If the zoom level was set to Use Default, the view will be zoomed to the value set by the `*defaultZoomLevel` resource.

Caching Zoomed Images

Zoomed views are automatically cached into memory; therefore, once a view has been zoomed to a certain percentage, no performance degradation will take place if that same zoomed view is displayed later during a SpectroGRAPH session.

Memory cached images are destroyed each time SpectroGRAPH is stopped so image calculations have to be performed for a certain zoom level each time SpectroGRAPH is restarted. To increase performance, a disk caching option is available. If enabled, an image is zoomed to a certain percentage, then written to memory cache and to disk cache. In this way, views that were zoomed during previous SpectroGRAPH sessions will be available from disk cache when SpectroGRAPH is restarted.

Two resources control image disk caching, `*cacheZoomedImages` and `*cachedImagePath`. `*cacheZoomedImages` enables or disables disk caching. `*cachedImagePath` is the file path indicating where zoomed images are cached. If its value is not set, `*imagepath` is used. The image caching resource default values can be changed. For information about modifying these resources, refer to ***Defining Resources***.

Map Hierarchy

Map Hierarchy is available from the **View** menu. The **Map Hierarchy** selection allows you to display all or part of a topological, location, or organizational hierarchy in a Map view. If no icons are selected, the hierarchy of all the icons in the view is displayed. If icons are selected, the hierarchy of those icons selected is displayed.



NOTE
To allow multiple SpectroGRAPH executables to run on one machine, another ui socket number is used. (From the Control Panel, choose Configure and then SpectroGRAPH. The available socket numbers are listed in the SpectroGRAPH Default window.)

Upon startup, the ui will use the first socket number. If it is being used, the ui will try to use the second or third socket number until it finds an available one. When Map Hierarchy is run, the first ui gets the request. To avoid Map Hierarchy appearing on the VNM machine, run the second ui with a different socket number.

Applications

Applications is available from the **Icon Subviews** → **Utilities** menu. Applications provide comprehensive remote management support for Cabletron System's intelligent network management devices such as hubs and bridges.

Task – Launch an Application for a Particular Device

To launch an application for a particular device, perform the following steps:

1. Click on a device icon to select the device you want to manage using an Application.

2. Select *Utilities* from the *Icon Subviews* menu.

3. Select *Applications* to display the Applications window (Figure 4-14).

This window shows all applications that the selected device has (e.g., ctRouter of type ctRouterApp) and lists the application-specific options that can be invoked for each application (e.g., Basic Configuration).



1. If a device is not selected, the SPMA Launcher window will display the following message: **Applications not registered for “current view” model type.**
2. If there are no Applications available for a selected device, the Applications window will display the following message: **Applications not registered for “selected device” model type.**

Figure 4-14. Applications



4. Select an option button (e.g. Community Names) to launch the application-specific option.

For detailed information about applications for a specific device, refer to the management module documentation for that device.

MIB Tools

The SPECTRUM MIB Tools are a collection of utilities that let you access and manage a Cabletron or any other SNMP compliant device through its Management Information Bases (MIBs). A MIB, as its name implies, is a database maintained by the device that stores all its known management information. Each individual element of information in the MIB is termed an Object.

An “information” database isolated at the device is useless if there is no means of communicating that information between that device and a management station. At the core of the SPECTRUM MIB Tools is a database of MIBs supported by devices on your network which MIB Tools uses when communicating with network devices. As an analogy, think of a network device as knowing a specific language and the MIB database as an entity that stores the syntax and vocabulary of that language. With a shared “language” of management information, your network workstation running the MIB Tools can communicate with the device (via the SNMP management protocol) to view or update the information stored in the device’s MIBs.

Refer to ***SPECTRUM MIB Tools User’s Guide*** for detailed information about the MIB Tools application.



Chapter 5

Edit Menu Selections

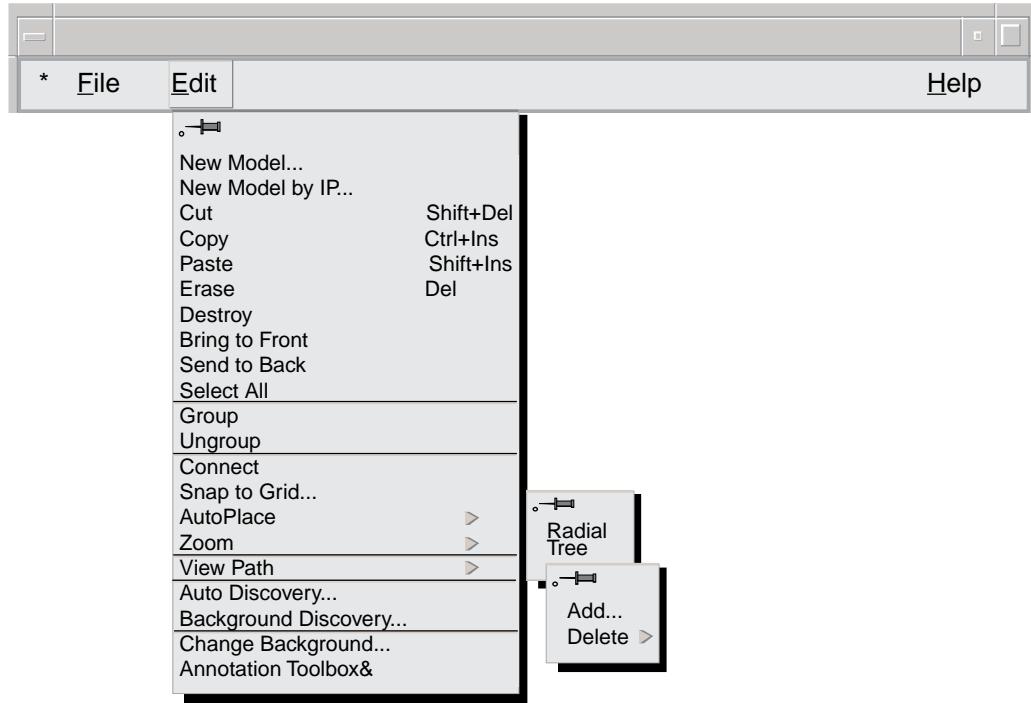
This chapter describes the Edit menu selections.

Edit Menu: An Overview

The **Edit** menu replaces the View menu when SPECTRUM is in Edit mode. The Edit menu modifies views and hierarchies. You access the Edit menu while in Navigate mode by selecting **Edit** from the **File** menu, then selecting the **Edit** menu. For information on using this menu to discover network devices, refer to **How to Manage Your Network**.

The contents of the Edit menu depend on the view type and view hierarchy. Figure 5-1 shows a typical Location view Edit menu.

Figure 5-1. **Edit Menu Selections**



Adding or Removing Models

The **Edit** menu selections add and remove models from SPECTRUM views. The Edit menu selection **Annotation Toolbox** also edits annotations and creates simple line art that enhances or explains a view. **Edit** menu selections include:

New Model

Creates a new model and places its icon in a SPECTRUM view. Icons are placed starting in the upper-left corner of the view, and going left-to-right, and top-to-bottom. When you select **New Model**, the **Select Model Type** dialog box appears listing the icons you can add to the current view. Select a model type and click **OK** to open the **Model Creation View** dialog box.

New Model by IP

Creates a new model and places its icon in a SPECTRUM view. Icons are placed starting in the upper-left corner of the view, and going left-to-right, and top-to-bottom. When you select **New Model by IP**, the **Create Model By IP Address** dialog box appears, soliciting you to enter a

	Network Address and Community Name for the model you want to add to the current view.
Cut	Removes an icon or an annotation from a view and places it in the paste buffer. When an icon is Cut and no subsequent Paste is performed, SPECTRUM places the icon in the Lost and Found view if it does not exist in any other view or hierarchy. Cut is grayed-out until you select an icon or annotation.
Copy	Copies an icon or an annotation from a view and places it into the paste buffer. Copy is grayed-out until an icon or annotation is selected.
Paste	Places the contents of the paste buffer into the current view.
Erase	Removes an icon from the current view and places it in Lost and Found if it does not exist in any other view or hierarchy. The paste buffer and database are unaffected by an erase operation.
Destroy	Removes the currently selected icon from all views in which it appears. Destroy also removes the model from the database. Destroyed models are completely removed from SPECTRUM. Do not destroy icons that you want to use elsewhere.
Bring to Front	Places the selected object (s) on top of all other objects.
Send to Back	Places the selected object (s) under all other objects.
Select All	Selects all model icons in the current view. Deselect individual icons by pressing Shift and clicking on an icon.
Group	Groups selected objects into one group.
Ungroup	Ungroups selected groups into individual objects.



For many of the operations listed, you can select multiple items. To select more than one item at a time, press and hold SHIFT while selecting an icon with the mouse or click (hold) on the background with the left mouse button, then drag the mouse until all the icons you want to select are contained in the bounding box that appears as you drag the mouse.

Task – Grouping and Ungrouping Objects

You can group selected objects (icons, annotations, pipes) in Location, Topology, and Organization views into a single object so that when you select one object in the group, the entire group is selected. Edit functions such as **Cut, Copy, Paste, Erase, Destroy, Snap to Grid**, and **Auto Place** treat grouped objects as a single entity.

To Group Objects:

1. Select the objects you want to group.

- a. Hold the SHIFT key down while clicking the objects you want grouped.

-or-

- b. Click (hold) on the background with the left mouse button, then drag the mouse until all the icons you want to select are contained in or touched by the bounding box that appears as you drag the mouse.

2. Select *Group* from the *Edit* menu.

The objects are now grouped.

To Ungroup Objects:

1. Select the grouped objects you want to ungroup using one of the methods described above.

2. Select *Ungroup* from the *Edit* menu.

All objects that were in a group are now individual objects again.



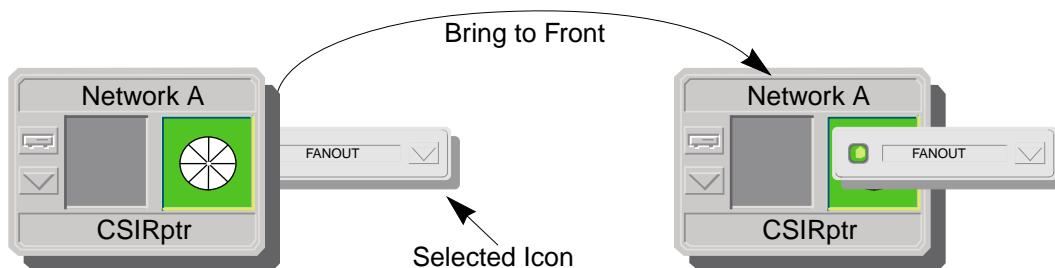
Groups can be grouped; however, when ungrouped, **all** objects in **all** groups become individual objects.

Changing the Order of Overlapping Objects

Objects can be partially or completely hidden by other objects when icons, pipes, and annotations overlap. You can change the order of overlapping objects by using the Edit menu's **Bring To Front** and **Send To Back** selections.

If a selected icon is under another icon, choosing **Bring To Front** from the Edit menu will reorder the icons so that the selected icon is on top of the other icon. If the icon on top is selected, choosing **Send To Back** will reorder the icons so that the selected icon is under the other icon (Figure 5-2).

Figure 5-2. **Icon Reordering**



Annotations and pipes can be reordered in exactly the same manner with the following exceptions:

- Annotations and pipes cannot be reordered to be on top of icons and icons cannot be reordered to be under annotations or pipes.
- Pipes cannot be reordered to be under annotations.

The ordering scheme is:

Icons > Pipes > Annotations

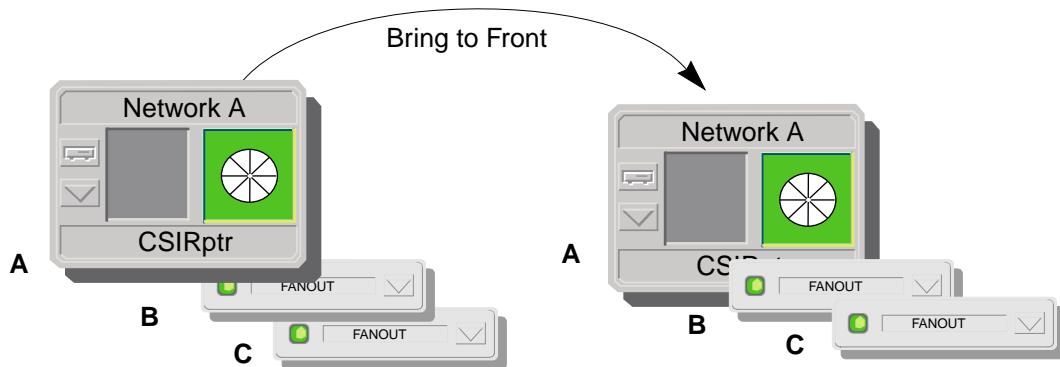
Only subgroups of these can be raised or lowered (i.e., only icons can be raised or lowered in relation to other icons, not in relation to pipes or annotations).



Icons in GIB views (e.g., the label-text fields) are ordered top to bottom, left to right, so it is unnecessary to raise or lower icons in these views. The Bring To Front and Send To Back Edit menu selections will only be active in these views if one or more annotations are selected.

If multiple objects in a stack are selected, the last object clicked on will be the last object to have reordering applied to it. For instance, if three icons are stacked in a view as shown in Figure 5-3, then shift-clicking A, B, then C and choosing **Bring To Front** will reverse the order in which the icons are stacked.

Figure 5-3. **Multiple Icon Reordering**



Clicking on an object does not automatically bring it to the front. **Bring To Front** must be selected from the **Edit** menu.

When moving an icon, it will be placed in its relative position, not automatically on top. Its placement will depend on whether it was raised or lowered in relationship to the other icons around it, much like the example shown in Figure 5-3. The most recently raised icon will be placed on top, even if another icon in the stack had been raised. If **Bring To Front** or **Send To Back** operations were not performed on any icon in a stack, the most recently created icon will be placed on top.

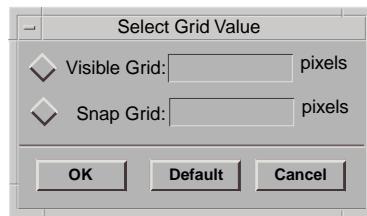
Connect

The **Connect** selection allows you to connect devices using “pipes”. Once resolved, the connections created are called logical “links”. Links represent an actual network connection between two devices. Pipes monitor the status of associated links and when a change occurs (e.g., the link fails), the color of the pipe changes to reflect the new status of the link. For more information about links, refer to **Spectrum Icons**.

Snap to Grid

The Snap to Grid feature operates in Edit mode. Snap to Grid allows you to control the visibility and size of the grid. It also allows you to control how icons and annotations interact with the grid. With Snap to Grid turned on, selected icons and annotations will snap to the nearest intersection of the grid and individual icons and annotations will snap to the nearest intersection of the grid as they are moved. When **Snap to Grid** is selected, the **Select Grid Value** dialog box shown in Figure 5-4 is displayed.

Figure 5-4. Snap to Grid Dialog Box



The **Snap to Grid** dialog box contains the following fields and buttons:

Visible Grid	Sets the size of the visible grid in pixels. Grid size can range from 1 to 200. The default value is 20.
Snap Grid	Sets the size of the snap grid in pixels. Grid size can range from 1 to 200. The default value is 20.
OK	Saves the setting of the Snap to Grid dialog box.
Default	Resets the Snap to Grid settings to the default values.
Cancel	Discards any entered settings and closes the dialog box.

Task – Grid Control

Turning the Visible Grid On

1. Click on the **Visible Grid** button.

The button should be down, in the recessed (selected) position.

- 2. Enter a valid number in the visible grid text box to set the size of the grid.**

Grid size is measured in pixels. The default grid size is 20.

- 3. Click *OK*.**

Turning the Visible Grid Off

- 1. Click on the *Visible Grid* button.**

The button should be up, in the raised (deselected) position.

- 2. Click *OK*.**

Turning Snap to Grid On

- 1. Click on the *Snap Grid*:button.**

The button should be down, in the recessed (selected) position.

- 2. Enter a valid number in the snap grid text box to set the size of the grid.**

- 3. Click *OK*.**

Turning Snap to Grid Off

- 1. Click on the *Snap Grid*:button.**

The button should be up, in the deselected position.

2. Click **OK**.

The **Snap to Grid** resource default values can be changed by modifying the ***snapGrid** and ***visibleGrid** resources. For information about modifying these resources, refer to **Defining Resources**.

Task – Auto Place

The **Auto Place** selection allows you to automatically arrange the icons in a view at any time. When you select Auto Place, an additional menu appears which allows you to select how the icons will be arranged. Icons may be arranged in a Radial or Tree configuration. After using Auto Place, icons can be manually positioned. Auto Place operates in Topology, Location, Org_Owns, Repair, and Map Hierarchy views and, except for the view where it is executed, leaves all other views undisturbed. For more information about Auto Place, refer to **How to Manage Your Network**.

To Auto Place Icons:

1. **Navigate into the view being arranged and place the view in *Edit mode*.**
2. **Enter a valid number in the snap grid text box to set the size of the grid.**
3. **Select an icon to be the root of each tree arrangement or the center of each radial arrangement.**

You can select multiple icons to create multiple trees and radial groups.

4. **Select *Auto Place* and an arrangement method (*Radial or Tree*) from the *Edit* menu.**

Zoom

The **Zoom** selection allows you to proportionally increase or decrease the size of a currently selected view or icon(s). Refer to **Zoom** earlier in this chapter for detailed information about the Zoom feature.

View Path

In Navigate mode, **View Path** lists the user-defined shortcuts available in the current view. These shortcuts allow you to jump from a Location view to a Topology view and back again. When you create a View Path, a Topology view is linked to a Location view. The Location view that forms one side of the link is the Location view within the Location icon you select as part of creating a View Path link. There is no limit to the number of links you can create. You must be in Edit mode to create or to remove View Path links.

Task – Adding a View Path

To add a View Path link to the **View Path** submenu:

- 1. Open one Topology view and one Location view.**
- 2. Navigate into the Topology view you wish to have at one end of the *View Path* and place into Edit mode.**
- 3. Navigate into the Location view which displays the location icon you want at the other end of the *View Path* and place this view into Edit mode.**
- 4. In the Location view, select the location icon you want at the other end of the *View Path*.**

The link you create will link the view within this icon to the Topology view.

- 5. Pull down the *Edit* menu and select *Copy*.**
- 6. In the Topology view, pull down the *Edit* menu and select *Add* from the *View Path* submenu.**

The model name of the location icon will represent the location side of the link and the model name for the topology icon will represent the topology side.

- 7. Return both views to Navigate mode.**

Task – Deleting a View Path

To delete an option from the **View Path** submenu:

1. Open either a **Topology view or a Location view.**
2. Navigate the view into one end of the **View Path** and place into **Edit mode.**
3. Pull down the **Edit** menu, pick the **Delete** option from the **View Path** submenu, and select the option you wish to delete.

A dialog box appears.

4. Click **OK** to confirm the deletion.

Click **Cancel** to cancel the operation.

AutoDiscovery

Select **AutoDiscovery** from the **Edit** menu to run the AutoDiscovery program, an application that automatically maps and models a network. To run AutoDiscovery, you must have Edit permissions. AutoDiscovery is invoked from the Universe Level and runs in the background exploring your network. Once AutoDiscovery is complete, icons representing discovered devices and pipes representing connections between devices, appear in the appropriate views. For detailed instructions on how to use Auto Discovery, see the **SPECTRUM AutoDiscovery User's Guide**.

Background Discovery

Select **Background Discovery** after AutoDiscovery to continue the discovery process based on the IP ranges of networks that AutoDiscovery has modeled and the devices that could not be contacted at the time of execution of AutoDiscovery. If there are no IP addresses to discover, Background Discovery automatically shuts itself down.

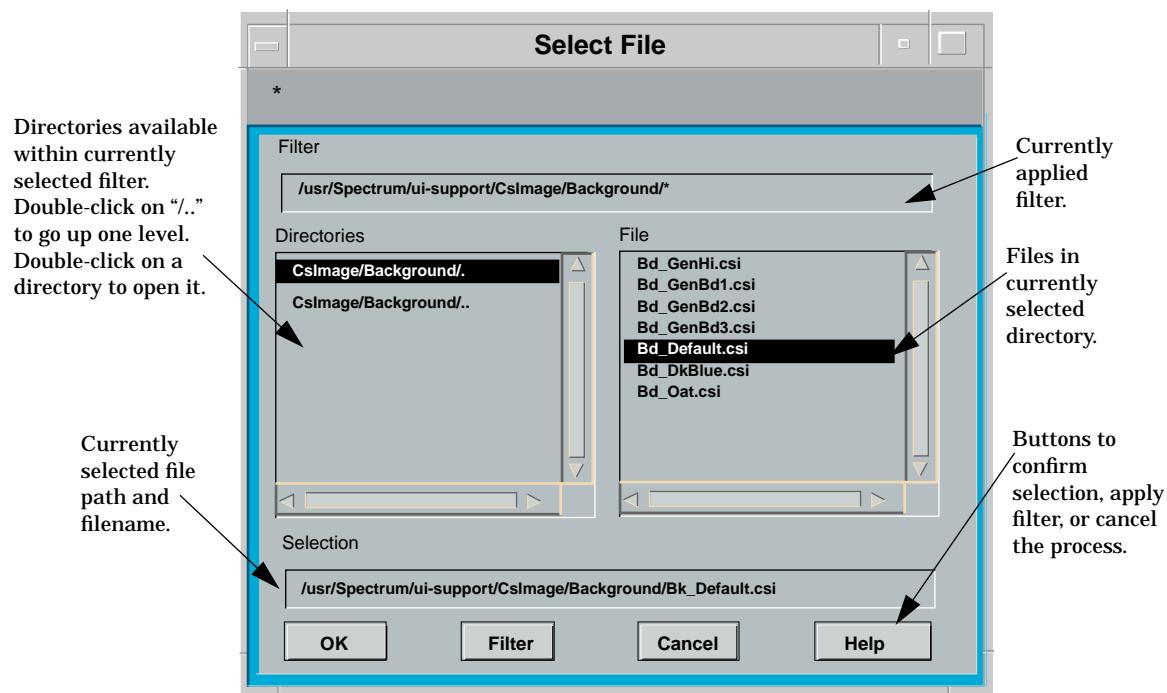
Change Background

The **Change Background** menu selection changes the background raster (Location views), or the background color or raster (Topology views).

Changing the Background Raster

A raster is a map or other graphic image. Rasters appear in views that use a graphics file for a background. The initial raster is a default pane. You can change this default for Location and Topology views via the Change Background menu choice. Select **Change Background** from the **Edit** menu, then click on **Background Raster** in the **Change Background** dialog box. The **Select File** dialog box displays files in the **CsImage** directory. A sample of this dialog box appears in Figure 5-5.

Figure 5-5. Typical Location View Select File Dialog Box



The file select dialog box also permits importing an image file in Tagged Image File Format (TIFF). To use a TIFF file, enter the pathname and filename for the **.tif** file into the Selection field. SPECTRUM supports the most commonly used (non-compressed and PackBits-compressed) TIFF file formats.

Task – Changing the Background Color

To change the background color:

1. Navigate into the Topology view and select **Change Background** to display the Change Background dialog box (Figure 5-6).

Use this box to set the width and height of the background color panel, as well as the color itself.

2. Click **Background Color** to select a color.

The **Select Color Index** dialog box appears. Refer to Figure 5-7. This box presents a color palette.

3. Click on a color to select it as a background shade and click **OK** in the **Change Background** dialog box to lock in your selection.

Figure 5-6. Typical Topology View Change Background Dialog Box

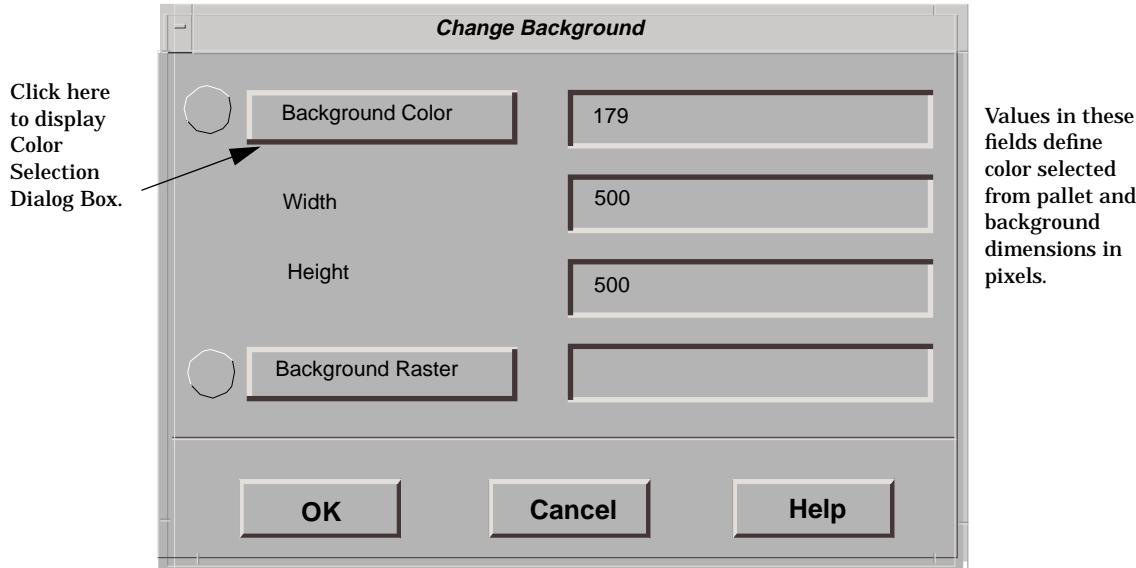
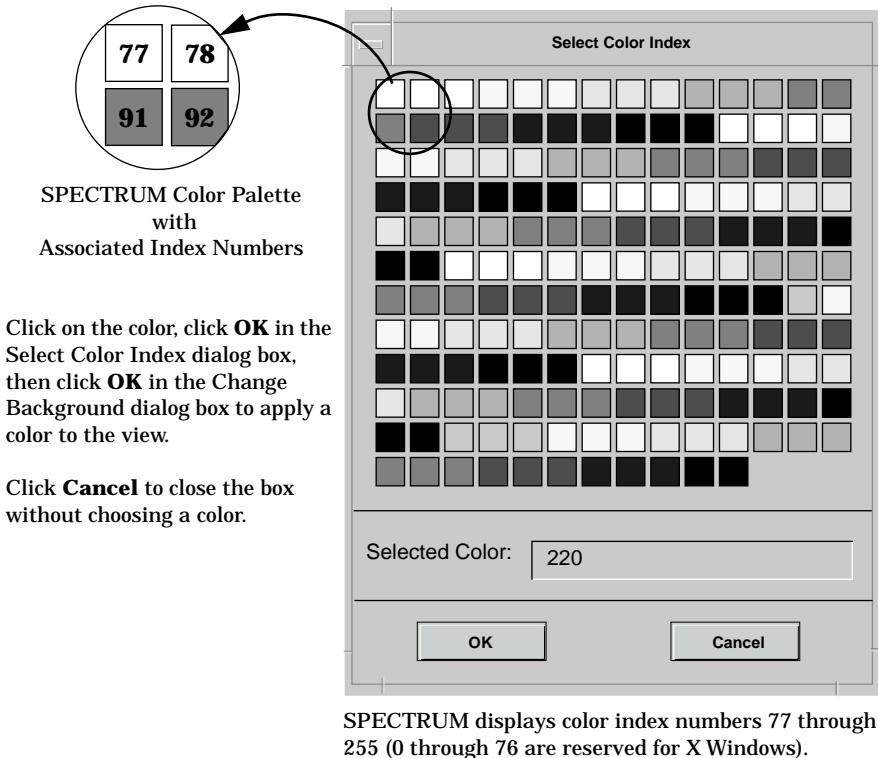


Figure 5-7. Typical Select Color Index Dialog Box



Annotation Toolbox

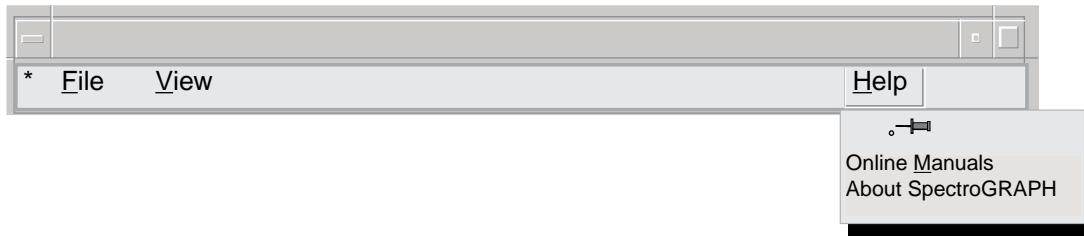
The **Annotation Toolbox** menu option opens the Annotation Toolbox. Use this toolbox to alter or enhance a SPECTRUM background by adding extra graphics or text. For detailed information on the Annotation Toolbox refer to the **Annotation Toolbox** manual.

Help Menu Selections

This chapter describes the Help menu selections.

The **Help** menu selections are shown in Figure 6-1.

Figure 6-1. **Help Menu Selections**



Online help documentation is available for selected SPECTRUM documents. Online help allows you to view specific topics of interest by clicking on entries in the selected document's Table of Contents or Index or by clicking on highlighted text located throughout a document. To access online help:

- click on the **Help** menu bar selection
- click on the **Help** menu selection

Acrobat Reader, which should be loaded on your system, will start up. The SPECTRUM Documentation CD should also be loaded either on your system or in your CD drive to access the SPECTRUM documentation.

Once the Acrobat Reader is running, the SPECTRUM Documentation Roadmap comes up. From here you can access the documents for Operators, Administrators, or Developers.



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